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The deadly Star Empire switches sides

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Meddling in the affairs of mortals

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A dependable and capable officer

TOSK'S SHIP
A target for the Hunters



Protouniverse Dilemma
An ethical problem for DEEP SPACE NINE



SON'A MISSION SCOUT SHIP
Coordinating ground attacks

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Editor: Jennifer Cole

Assistant Editors: Emma Tennant, Andrew Littlefield
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Design: Martin Ritchie, Danny Baldwin

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Design Assistant: Preety Patel

Artists: Rob Garrard, Paul Bates, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis

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PHOTO EDITOR, LOS ANGELES: Larry Nemecek

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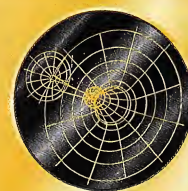
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SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 26



SPACE
PHENOMENA

THE PROTOUNIVERSE

Starfleet has discovered many different kinds of spatial realms, from parallel universes to quantum realities. In 2370, the staff of *Deep Space Nine* discover a miniature universe developing before their eyes.

Many scientific wonders and phenomena have been cataloged during three centuries of Federation research and exploration. New discoveries are made every day, adding to the sum total of human – and humanoid – knowledge.

In 2370, a routine trip into the **Gamma Quadrant** heralds another find: an entire universe in its earliest stages of formation. This **protouniverse**, as it is dubbed by **Lt. Commander Jadzia Dax** of the Federation station

Deep Space Nine, is initially identified as a **subspace** interphase pocket; its exact nature cannot be defined by **Starfleet** sensors. Collision with such a pocket causes a violent loss of stability aboard small vessels, resulting in a power loss of up to 50 percent and damage to the **warp nacelles**.

Tagging along

The universe itself is created from a kind of energy mass, or "subspace seaweed," snagged onto the warp nacelle of the *Runabout Mekong* as it passes through the pocket.

It is not possible to manually detach this mass from the hull, though it is eventually removed using the *Mekong's* transporter.

Universe in a bubble

When placed in a containment field, the protouniverse resembles a swirling blue cloud, much like the Milky Way Galaxy when seen from a great distance. It is represented on computer readouts as a 'bubble' in a state of constant flux. If accidentally released from containment, the protouniverse takes the form of a brilliant shaft of blue light.



▲ When the **RUNABOUT MEKONG** collides with a subspace interphase pocket in the **Gamma Quadrant**, sensor information reveals that an energy mass – a proto-universe – has become lodged on the ship's warp nacelle.

OTHER CARDS IN THIS FILE...

- 1 THE BAJORAN WORMHOLE
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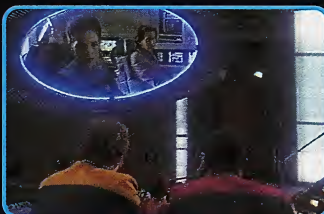
AMAZING DISCOVERY

Rapid and volatile evolution

The protouniverse is initially believed to be an insignificant, though interesting, mass of energy. Its true nature is discovered on closer examination by **Lt. Commander Jadzia Dax**. When Dax's findings are announced in a briefing with the senior crew of *Deep Space Nine*, they are met with reactions of fascination and curiosity.

The potential danger posed by the protouniverse is soon realized. The phenomenon develops and expands in periods spaced approximately five hours apart, at a growth rate of 300 percent. Another example of rapid evolutionary development, also witnessed in the Alpha Quadrant, is the creation of the **Genesis Planet** via the **Genesis Device**. In common with the protouniverse, this world's rapid evolution has violent consequences. The **Genesis Planet** rapidly self-destructs as a result of the side effects of using unstable protomatter, while the fast expansion of the protouniverse threatens the entire Alpha Quadrant.

▼ Upon returning through the wormhole to the Alpha Quadrant, Dax and her Trill initiate *Arjin* report the damage caused by the protouniverse attached to the *MEKONG's* warp nacelle.



▼ The crew of **DEEP SPACE NINE** secure the protouniverse in a science lab on the station, and have to make some hard choices about what to do next.



Designation Protouniverse
Class N/A **Quadrant** Gamma
Also known as "Subspace seaweed"

Description The protouniverse is a miniature universe in a bubble. It is a separate phenomenon from the surrounding universe.
Rate of expansion Phased expansions are approximately five hours apart at a growth rate of 300 percent.
Life Forms The protouniverse runs along a different time-scale to the 'real' universe. New civilizations may develop within minutes of normal spacetime.
Starship Log: STAR TREK: DEEP SPACE NINE 'Playing God'

▼ **The protouniverse is a source of concern for the crew of DEEP SPACE NINE, especially when its incredible rate of growth compromises the hull of the station, and exposes the science lab to space.**



The phenomenon is highly structured, but does not appear to conform to any known laws of nature or physics. Various techniques are employed to determine its makeup, including a **gravimetric microprobe** set up to calibrate the energy profile, and a phase variance analysis. When the EM flux is finally able to be read, it reveals high plasma concentrations in a rapidly-expanding mass – a very specific growth pattern that the computer recognizes as that of a universe.

Rapid growth

The mass periodically undergoes phased expansions at a rapid rate. The protouniverse's thermodynamic structure also changes, and this can be measured by a **quantometer probe** with energy flux resolution set to 0.1 microdynes. The high resolution energy scan reveals a localized entropy decrease of 12 percent over 15 minutes. The only conclusion that can be



SPACE
PHENOMENON

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THE PROTOUNIVERSE



SPACE
PHENOMENON



drawn from this result, together with the mass's non-random thermodynamics and irregular power consumption, is that it contains life.

Life forms, and even entire civilizations, are capable of forming inside the protouniverse. This development is theorized to be very different to that of simple organisms such as bacteria, as the time scale in the protouniverse could theoretically be completely out of sync with that in the 'outside' universe. A couple of hours in 'real time' might

▼ **Jadzia Dax is forced to slow her RUNABOUT's progress when verteron nodes inside the Bajoran wormhole cause severe energy fluctuations to occur within the protouniverse.**

be the equivalent of billions of years passing inside the phenomenon, covering the entire evolution of several new species.

Rather than destroy the protouniverse – along with any life that has evolved within it – before its increasing mass destroys the station, the crew of *Deep Space Nine* decide to move the protouniverse back to its original position on the other side of the **Bajoran wormhole**.

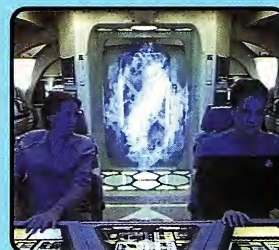
In the latter stages of development, the energy buildup interferes with the

transporter process as the phase variances confuse the system, but a more hazardous problem is posed by the interaction of the wormhole's **verteron nodes** with the protouniverse's own energy fluctuations. The resulting devastating chain reaction would be powerful enough to destroy a huge area of space.

Steady as she goes

The protouniverse is nevertheless beamed aboard the *Runabout Mekong* for passage back to the Gamma Quadrant. Each time the ship passes through one of the verteron nodes inside the wormhole there is resonance leakage from the energy mass, which disrupts the containment field and causes the

▼ **Jadzia Dax remains completely calm as she and Arjin pilot the RUNABOUT around the wormhole's verteron nodes, in spite of the threat posed by the expanding protouniverse.**



protouniverse to become ever more unstable. Only precision flying through the wormhole, which has never before been tried, safely returns the phenomenon to its original birthplace.

It is unknown if the Federation has discovered any further protouniverses, but more intensive research into the phenomenon has undoubtedly been conducted. After all, it encapsulates both the new life and new civilizations that Starfleet is charged with seeking out.

MORAL DILEMMA

Disposal of a universe

The possibility of the existence of life within the protouniverse complicates the matter of what to do with it. The fast rate at which the mass is expanding means that it cannot remain aboard *Deep Space Nine*. The decision must be made fast as it will soon reach a point where collateral shockwaves will destroy any surrounding structures, displacing them and the outside universe as the protouniverse grows. The mass

could prove a threat to the entire Alpha Quadrant when it becomes large enough. The means to destroy the protouniverse is available: if it is suppressed inside a forcefield long enough, the feedback pressure should create an implosive wave and cause it to self-destruct. This solution, however, would mean the sacrifice of the new life evolving within it, and goes against Starfleet's inherent moral and ethical principles.



▼ **The protouniverse is initially held safely within a forcefield, but its rapid rate of expansion is sufficient enough to disable the field, and eventually threaten DEEP SPACE NINE.**

▼ **Jadzia Dax's revelation that the protouniverse could support life throws the crew of DEEP SPACE NINE into turmoil, and removes the possibility of simply destroying the anomaly.**



▼ **When the protouniverse threatens to destroy the station, Commander Sisko is forced to ponder whether he has the right to ensure the survival of his own universe at the expense of another.**

GALAXY FACTS

- The nexus energy ribbon and Bajor's wormhole Prophets also exist outside of normal time.
- In 2370, Lt. Worf finds himself crossing into parallel realities – or alternate universes – after passing through a quantum fissure.





The Guide to the STAR TREK Galaxy

FILE 12

CARD 1A



THE ROMULAN
STAR EMPIRE

THE ROMULANS AND THE DOMINION

THE ROMULAN
STAR EMPIRE

The Romulans have always been an unpredictable and treacherous race — as the Founders discover to their cost when the Romulan Star Empire unexpectedly ends its non-aggression treaty and declares war on the Dominion in 2374.

The Romulans are a notoriously perfidious race, always seeking to stealthily undermine their opponents and promote their own interests. This philosophy of observation and cunning informs their changeable relationship with the equally ruthless **Gamma Quadrant** power known as the **Dominion**.

The threat of Dominion invasion first becomes evident in 2371. Believing the **Founders** to be the greatest threat to the **Alpha** and **Beta** quadrants in more than a century, the **Romulan Star Empire** hatches two separate plans in quick succession.

The first plot is a failed attempt to collapse the **Bajoran wormhole** that acts as the Dominion's gateway. The second involves an alliance between the **Cardassian Obsidian Order** and the Romulan **Tal Shiar**. These unlikely allies assemble a fleet to inflict a preemptive strike on the Founders' homeworld. The fleet is ambushed and destroyed by Dominion forces, however, and it is revealed that the shapeshifting Founders have infiltrated Romulan command at high levels.

After this crushing defeat, the Star Empire resumes a low profile,

though the Romulans do unexpectedly contribute ships to the defense of **Deep Space Nine** when a Dominion invasion appears imminent in mid-2373.

Open hostilities break out in full at the end of the year. At first, the Romulans remain neutral; a treaty of non-aggression with the Dominion is negotiated by **Senator Vreenak**, one of the most trusted advisors to **Proconsul Neral**. The Dominion takes advantage of this treaty to continually cut across the border, taking **Starfleet** vessels by surprise while the Romulans turn a blind eye.

The Romulans remain unmoved by the possibility



▲ The Romulans sent to **DEEP SPACE NINE** soon clash with the **Klingons** posted there. It is later revealed that they are prepared to blow up the **Bajoran wormhole** to end the Dominion threat.

that the Dominion will turn against them when the other Alpha and Beta quadrant powers are vanquished. They need proof of Dominion duplicity before committing the empire to war. The crucial turning point comes in late 2374, when the ship ferrying Senator Vreenak back from a conference with the Dominion is destroyed in a bomb blast. Examination of the wreckage reveals

an **optilithic data rod** containing a holorecording of a high-level Dominion conference discussing the invasion of **Romulus**. This evidence, and the suspicious death of their official, convinces the Romulans to join the war. They open a second front against the Dominion, unaware that they have in fact been manipulated into this course of action by **Captain Benjamin Sisko**.

Reinforcements

Romulan participation in the war comes at a vital time for the Federation-Klingon alliance. The Dominion has just invaded **Betazed**, taking the planet in less than 10 hours and putting systems such as **Vulcan** and **Alpha Centauri** at risk. Faced with a Romulan offensive, the Dominion is forced to divide its forces, leaving the strategic **Chin'toka system** vulnerable.

The Romulans are nevertheless the voice of caution. They take some convincing to join the attack on **Chin'toka**, believing plans for the invasion of **Cardassian** space to be premature. They advocate permitting the Dominion

CAPTURED BY THE DOMINION

The loan of a cloaking device

In 2371, the Romulans loan a cloaking device to the **U.S.S. Defiant NX-74205**, on the condition that the **Starfleet** battleship will only activate the cloak when in the **Gamma Quadrant**. Subcommander **T'Rul** accompanies the **Defiant** on its mission to find the Dominion's mysterious Founders, in order to operate the cloaking device. Unfortunately, the ship is attacked and boarded by the **Jem'Hadar** regardless. The crew are taken to an underground facility on the Founders' homeworld, where they are subjected to experiments to see how they would react to a Dominion invasion.

T'Rul finds herself in a dangerous situation when the **U.S.S. DEFIANT** is boarded by the ruthless **Jem'Hadar**. The **Tal Shiar** officer is swiftly overpowered by the Dominion soldiers.



▲ Subcommander **T'Rul** of the **Tal Shiar** accompanies the **DEFIANT** into the **Gamma Quadrant**. The Romulan agent operates the **Starfleet** ship's cloaking device.

Unknown to the Tal Shiar, their ranks have been infiltrated by a shapeshifter. The presence of this Dominion spy sabotages the joint Romulan-Cardassian mission to attack the Founders' homeworld.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 1A



THE ROMULAN
STAR EMPIRE

THE ROMULANS AND THE DOMINION



to continue sending squad after squad against them in futile attacks, but Starfleet's Captain Benjamin Sisko and Admiral William Ross manage to convince the Romulan representatives that the only way to gain the upper hand in the war is to destroy the Dominion

cloning facilities and shipyards. The Romulans acquiesce and join with the Starfleet attack wing to successfully secure the Chin'toka system.

The Romulan Star Empire establishes an office on *Deep Space Nine* at the beginning of 2375, under



Senator Letant comes to station **DEEP SPACE NINE** to coordinate the war efforts of the Star Empire and work alongside its new, but unlikely allies.

The pre-war neutrality of the Romulans does not prevent some of their citizens from being held captive on Dominion Internment Camp 371.

Senator Cretak, but the new alliance soon faces problems. The Federation often finds itself playing mediator between the Romulans and their old enemies the Klingons. Cretak also has cause to complain that Federation and Klingon vessels are

given repair priority over Romulan ships.

Likewise, there are many divisions within the Romulan command regarding how to proceed in the Dominion war. Koval, chairman of the Tal Shiar, is apparently opposed to the Federation alliance, even though it is supported by the majority of the

Continuing Committee. Senator Cretak, however, is both a Romulan patriot and an advocate of the alliance. Fortunately the lobby for breaking up the alliance and pursuing a separate peace with the Dominion does not gain significant influence during the war.

Brittle barrier

For all their reputation as fierce opponents, the Romulans are recognized by the Dominion as a recurring weak point in the enemy line. When the Breen join forces with the Dominion, Thot Gor puts forward several ideas of how weaknesses in the Romulan defenses can be exploited: for instance, the Romulan colony in the

ROMULAN FACTS



The Romulans strike 15 bases along the Cardassian border after declaring war.



Senator Cretak is removed from office in a plot hatched by Starfleet's shady Section 31, whose agents are further manipulating the course of the Dominion war.

Unroth system is ripe for attack in late 2375, as its long-range sensor array is being repaired. Romulan vessels are also rendered helpless, along with Starfleet ships, in the face of the Breen's revolutionary energy-dampening weapon. Their fleet suffers tremendous losses at Chin'toka.

Vital role

The Romulan Ministry of Science nevertheless plays a part in finding a defense against the weapon. Despite its instinctive caution, the Star Empire is persuaded to drive off the invasion fleet approaching **Cardassia Prime** and, alongside Federation and Klingon forces, ultimately repels the Dominion. During the climactic battle, the Romulan flagship is destroyed and their entire line is in danger of collapse, but they fight valiantly as Starfleet comes to their aid with the **U.S.S. Defiant NX-74205** and **Starfleet Attack Wings 64 and 65**. During the final attack, the Romulans' specific task is to take on the Breen ships around the planet. A Romulan delegate is present at the signing of the peace treaty with the Dominion at the end of 2375. The Star Empire has joined forces with former enemies to fight a war with former friends, and the political face of the Alpha and Beta quadrants is changed for good. It is unknown, however, how the new alliance will fare in the future.

PLAYING THE ROMULANS AT THEIR OWN GAME

Tricked into the war

Even after the war with the Dominion is finally concluded, the Romulans remain unaware that they entered the war under false pretenses. The audacious plan is the brainchild of *Deep Space Nine*'s Captain Benjamin Sisko, who enlists the assistance of the devious Cardassian Garak to manufacture evidence of a planned Dominion invasion of Romulus. Senator Vreenak discovers that the optilithic holorecording is a fake when he secretly detours to *Deep Space Nine* after a Dominion conference, but Garak ensures his ship is destroyed before the senator can expose their deception. The Romulans discover the recording, its telltale flaws now concealed by blast damage, and assume the Dominion killed Vreenak to silence him and destroy the information he had uncovered.

The intention is to send Vreenak back to Romulus with the faked information, but Garak kills him and pins the murder on the Dominion.



Sisko draws the Romulans into the war against the Dominion as allies with the Federation, in an uncharacteristic piece of manipulation that ultimately costs Senator Vreenak his life.



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CONSTELLATION-CLASS STARSHIP

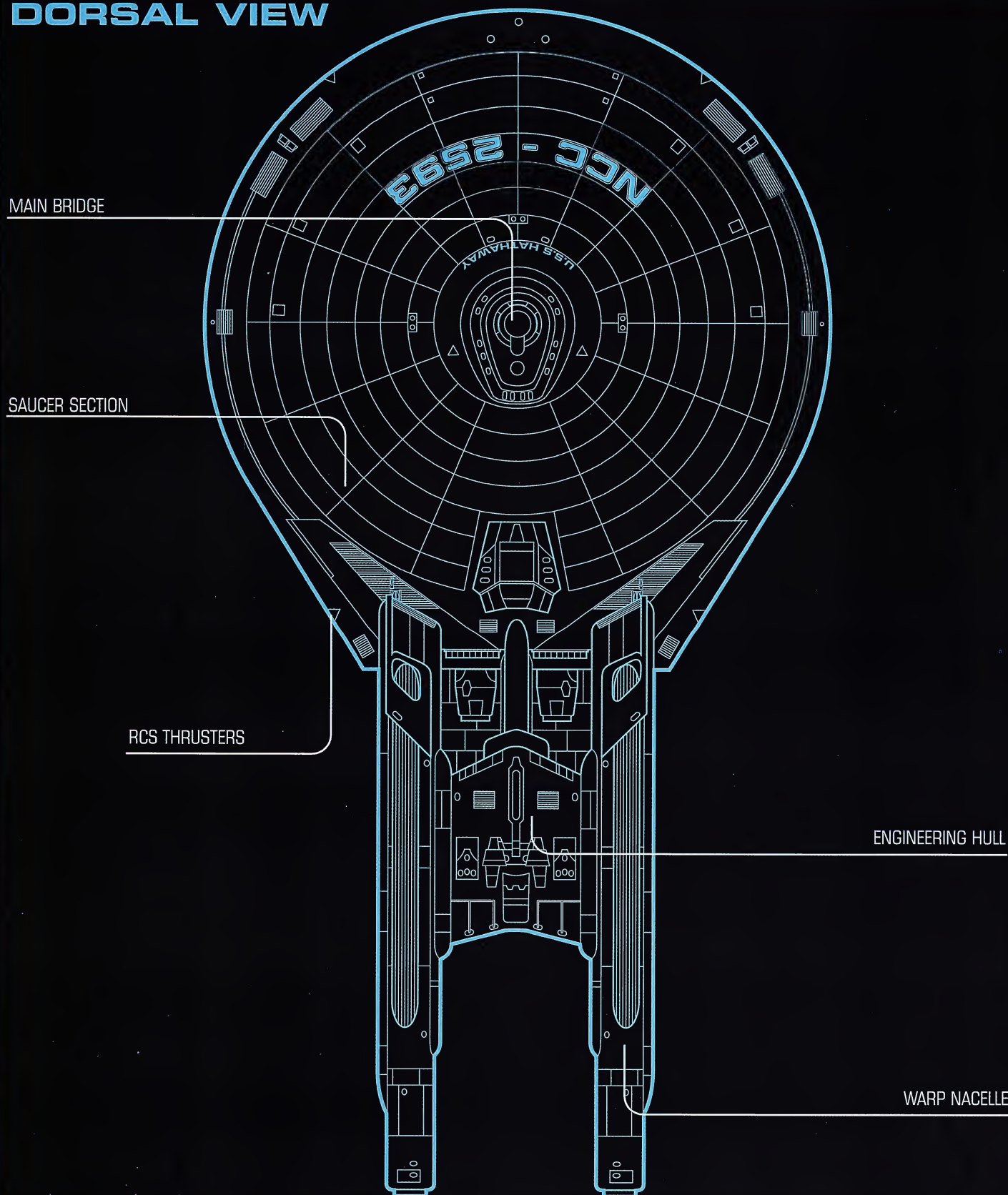
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NAME:

U.S.S. HATHAWAY

DORSAL VIEW



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FILE 31 OTHER FEDERATION STARSHIPS

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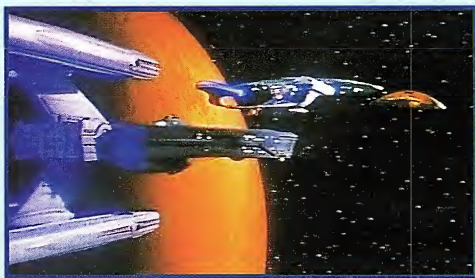
U.S.S. HATHAWAY

Throughout the 2280's and 2290's, the *Constellation*-class *U.S.S. Hathaway NCC-2593* played an important role in conducting deep-space exploration and defensive patrol maneuvers. By the 2360's it is a somewhat outdated starship, but it still manages to serve a vital purpose in Starfleet.

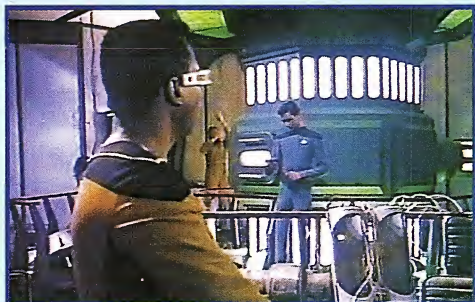
Launched in 2285, the *Constellation*-class *U.S.S. Hathaway NCC-2593* was built at the *Copernicus Ship Yards* on *Luna*. By 2365, however, the ship has been decommissioned and left languishing in orbit around the second planet of the *Braslota* system; its engines and weapons systems are now considered obsolete.

Starfleet now uses the ship for battle simulations. It proves to be especially useful in scenarios that determine how Starfleet crews perform when forced to use inferior technology. Starfleet even goes so far as to disable the *Hathaway*'s warp drive, in order to observe how crews improvise when faced with a superior opponent. *Dilithium* fragments still remain in the ship's warp engine, although there is no antimatter left to fuel the reaction.

Starfleet's rationale for using an obsolete, stripped-down vessel such as the *Hathaway* is explained by *Sirna Kolrami*, a *Zakdorn* tactical consultant sent to assist in a battle simulation involving the *U.S.S. Enterprise NCC-1701-D*.



With its *Avidyne* propulsion engines and warp-drive capabilities, the technology of the *HATHAWAY* is comparable to the best starships Starfleet has to offer. It was a state-of-the-art vessel in its time.



In true Starfleet tradition, however, the *HATHAWAY* stands as proof that a starship is only as strong and as capable as the crew that controls it. Riker's crew come on board with some imaginative strategies.

The *U.S.S. HATHAWAY* is an old *CONSTELLATION*-class vessel, now used only for battle simulations. Other starships in its class include the *U.S.S. STARGAZER* and the *U.S.S. VICTORY*.

Speaking to *Commander William Riker* – assigned to serve as the *Hathaway*'s captain in a mock battle against *Captain Jean-Luc Picard* and the *Enterprise* – *Kolrami* points out that "How you perform in a mismatch is precisely what is of interest to Starfleet."

Outgunned

Indeed, with its 80-year-old systems, the *Hathaway* is exactly the kind of ship that puts its crew at a severe tactical disadvantage, even when the battle is only a simulation. As *Commander Riker* puts it, "The *Hathaway*'s most sophisticated weapons system, even in the computer mock up, can't hope to defeat the *Enterprise*."

Commander Riker's hand-picked crew, including *Chief Engineer Geordi La Forge*, *Lt. Worf*, and *Acting Ensign Wesley Crusher*, are equally pessimistic. They spend 48 hours trying to restore the *Hathaway*'s dormant systems and prepare it for battle. *Riker* seems to enjoy the challenge, but the long-deserted ship, with its exposed wires and lack of advanced systems, is not the kind of vessel that inspires much confidence.

Surprising victory

The *Hathaway* proves to be a worthy opponent in battle, however, receiving opportunities to prove itself in both simulated and real time circumstances. The crew members' technological skill and clever tactical planning also gives the ship an unexpected advantage. During a simulated battle, the *Hathaway*'s own capabilities initially pale in comparison to the guile of its crew. It appears as though their only route to success will be by outsmarting their opponent – for example, by creating holographic apparitions of enemy ships to distract the crew of the *Enterprise*.

The *Hathaway*'s original technology also comes into play, with a little coaxing from *Riker*'s team, by providing a strong foundation upon which to build. The crew, using all their Starfleet expertise as well as some antimatter cleverly smuggled aboard by *Wesley*, create a controlled high-energy plasma reaction. Their



As an officer whose tactical style is marked by a longtime pattern of trickery and surprise, *Commander Riker* is perhaps the perfect captain for an 80-year-old starship such as the *HATHAWAY*.

skillful adjustments make the ship capable of warp 1 speeds for a full two seconds. This becomes crucial when the ship is unexpectedly plunged into a real battle situation with a *Ferengi* aggressor. The *Hathaway* and the *Enterprise* manage to trick the *Ferengi* into thinking that the older ship has been destroyed by the *Galaxy*-class starship, when in fact the *Hathaway* has safely escaped using its newly-incorporated warp drive.

Ironically, the very inequity of the match between the *Hathaway* and the *Enterprise* is what leads the *Ferengi* to take on the vessel in the first place. Observing the battle simulation, the crew of the *Ferengi* vessel are unable to find any reason for the *Enterprise* to take on a vessel with weaker weaponry, no warp drive, and a skeletal crew. They therefore conclude that the *Hathaway* must have something of value on board, which is reason enough in their profit-motivated minds for the skirmish. After disabling the *Enterprise* by catching the crew off-guard during the battle simulation, the *Ferengi* attempt to take control of the *Hathaway*. Luckily, the aggressors do not take into account either the ship's revitalized technology or the skill of its crew.

Once a state-of-the-art vessel, the *Hathaway* must now rely on the daring, and unconventional tactical maneuvers of its crew if it is to have any chance in battle.



Tosk's Ship

Tosk's Ship is the first Gamma Quadrant vessel to travel through the Bajoran wormhole into the Alpha Quadrant. It is small, maneuverable, and fast enough to evade the Hunters.

After the opening of the **Bajoran wormhole** in 2369, a slow but steady flow of starship traffic begins to journey through the anomaly and into the **Gamma Quadrant**, some 70000 light years distant. The first visitor to make the trip to the **Alpha Quadrant** from the other side, however, is not, as hoped, a diplomatic ambassador from a friendly species. It is instead **Tosk**, a member of a hunted humanoid race seeking a temporary safe port in which to make repairs to his ship.

Tosk's function in his society is to act as an intelligent target for the **Hunters**; little is revealed about the nature of these beings beyond their tradition of ritualized hunting, but it is clear that their level of technology is comparable to the majority of Alpha Quadrant races. *Tosk's Ship* is a clear extension of his breed's prey mentality; the craft is small, quick, and agile, with an approximate mass comparable to that of a **Federation Danube-class Runabout**.

Cramped conditions

In many ways, *Tosk's Ship* resembles an old Earth fighter aircraft, with a roughly tube-shaped fuselage. The interior was certainly not designed with comfort in mind, but given the purpose of its pilot this is not surprising. It has a compact cockpit that appears to be mounted directly over the craft's main engineering area, and the exterior of the vessel is made from a reflective, metallic-colored material. After exiting the wormhole, the craft produces an energy signature of ionized L-band radiation emissions.

The cockpit features a single stool for its pilot, with an attached control panel comprising a few small displays and arrays of orange, green, and yellow indicator lights. The majority of the ship's primary functions appear to be controlled from this panel, including such vital systems as sublight engines. Elsewhere in the cockpit are a number of multifunction panels that can be configured to handle other vessel operations. *Tosk's Ship* has no main viewscreen; instead, a series of triangular windows look out over the hull into space. Directly opposite this canopy is a single hatchway leading to the craft's exterior. The apparent lack of an airlock may indicate that the ship is designed to make atmospheric landings and take-offs.

The mechanics of *Tosk's Ship* are located directly below the cockpit area, and are accessed by a flip-up hatch. The vessel appears to be lacking equipment such as **transporters**, **holographic** systems, or **replicators**, but it

does possess at least three distinct propulsion systems. Two are disabled during the hunt. This forces Tosk to dock at **Deep Space Nine**.

Tosk notes that he is self sufficient, and unlike most humanoids, he does not require conventional nutrients. His ability to rest completely with only 17 minutes of sleep gives him no need for conventional crew quarters, providing him with the added advantage of being virtually continually on the alert for approaching Hunters. Tosk also states that he does not indulge in "downtime" or any form of recreation – hence his ship's lack of any entertainment systems.

Standard systems

The vessel clearly has a system similar to **Starfleet's** sublight impulse drive, and it also appears to possess a rudimentary warp power construct. As do many Alpha Quadrant ships, *Tosk's Ship* uses a form of **Bussard collector** to scoop up spaceborne gases and material for conversion into reaction mass. Tosk refers to the array of collectors on his craft as **arva nodes**, and the reaction mass stream as the **coladium flow**, but **Deep Space Nine's** Chief of Operations **Miles O'Brien** is quick to recognize the Alpha Quadrant equivalents of these alien components. The ship's engines also feature a simple **plasma injector**, a reactor core, and an off-axis fuel controller. Despite the fact that the design of the craft matches no known vessel in **Starfleet** records, repairs of *Tosk's Ship* take only a few days. This may suggest that the systems on board the vessel comprise a relatively straightforward and easy-to-follow design. Once fully operational, the swift little craft proves more than a match for the larger ship employed by the pursuing Hunters.

On the run

Tosk is assisted in his escape by Chief O'Brien, who helps the reptilian alien to quickly detach his vessel from **Deep Space Nine's** main docking ring. The repairs allow the fleeing prey to perform a fast impulse turn, sweeping past the **Hunters' Vessel**, it heads back through the wormhole into the Gamma Quadrant. Tosk's ultimate fate is unknown. His belief that it is his destiny to "die with honor" at the conclusion of the hunt precludes him from accepting the asylum O'Brien offers him on **Deep Space Nine**. No doubt the resourceful Tosk and his ship are still on the run, evading his pursuers at every turn somewhere deep in the Gamma Quadrant.

OTHER CARDS IN THIS FILE...

- 1 THE THOLIAN 'WEBSPINNER'
- 11 THE SMUGGLER'S SHIP
- 12 THE XHOSA
- 25 THE JOVIS

SEE OTHER FILES...

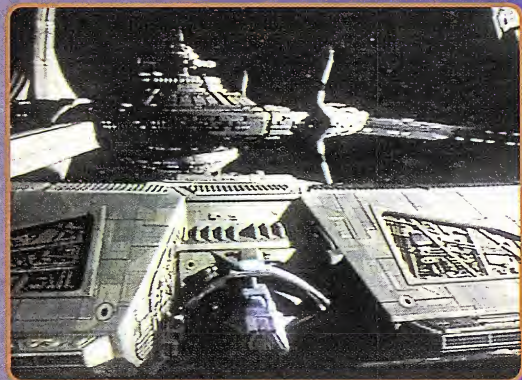
STAR TREK:
DEEP SPACE NINE.....File 70



▲ **TOSK'S SHIP** enters the Alpha Quadrant through the Bajoran wormhole. Its pilot is a member of a species bred to provide challenging prey for the Hunters.



▲ The systems on **TOSK'S SHIP** are not as sophisticated as those on **Starfleet** vessels, but it is fast and maneuverable enough to evade the **HUNTERS' VESSEL**.



▲ The small craft docks at **DEEP SPACE NINE's** main docking ring to undergo repairs. The modifications take **Starfleet** personnel just a few days to complete.



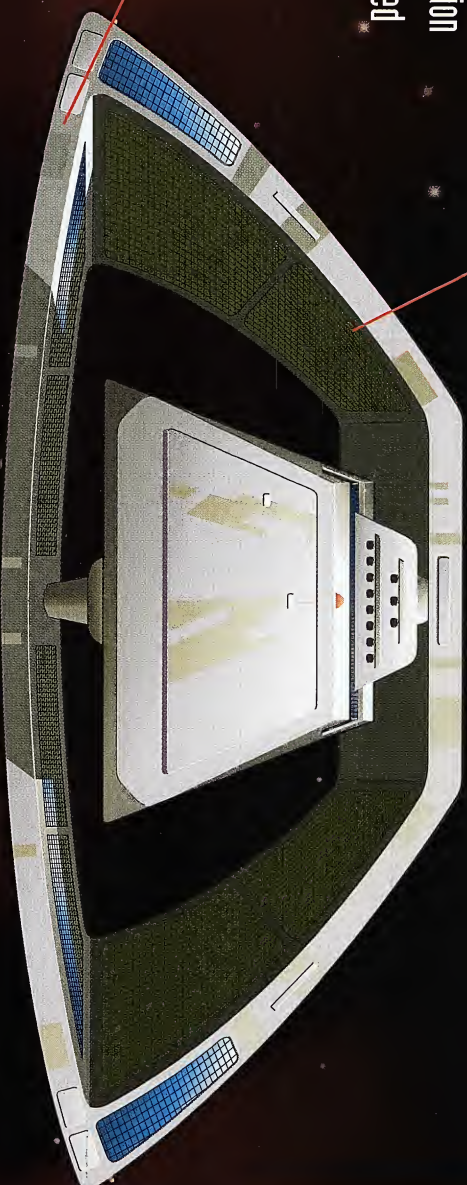
TOSK'S Ship

Tosk's Ship resembles an old Earth-style fighter aircraft in design. Its construction is basic, and focuses primarily on speed and maneuverability.

The engines of TOSK'S SHIP possess impulse power and rudimentary warp drive capabilities.

The bottom half of the vessel's main hull appears to be shrouded by angular 'wings' that join at the top and bottom of the ship.

FORE VIEW



The general appearance of the alien craft resembles old Earth fighter aircraft.

TOSK'S SHIP has a compact cockpit, located above the engineering section.

The small craft has a long tube-shaped fuselage and pointed snout.

STARBOARD VIEW



TOSK'S SHIP

First recorded: 2369

Type:

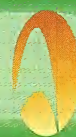
Target vessel

Remarks:

Tosk's Ship is specifically designed to be fast and maneuverable in order for its pilot to evade the **Hunters' Vessels**.



Chief O'Brien befriends Tosk, a member of a prey species. He helps make repairs to TOSK'S SHIP, so that it can escape the Hunters.



Data's Humanity

Built in the image of his creator, Dr. Noonien Soong, Data's ability to mimic biological beings allows him to appear almost human. He is capable of performing many of the same functions as living crew members, but human emotions remain a mystery to him, despite his many efforts to solve the puzzle.

The android known as **Data** is a unique life form, for although other types of sentient androids have been encountered by the **Federation**, these are usually the creations of advanced alien technology.

Unlike these incredible machines, Data is constructed by a human being, the learned and unconventional scientist **Dr. Noonien Soong**. Soon after his initial activation, the android embarks on a life that will see him constantly attempting to understand and emulate the humans around him. In a very real sense, Data is a technological representation of the fairytale Pinocchio,

the wooden puppet who longs to become a real boy of flesh and blood.

As a sentient being, Data already possesses the physical attributes of a human being, in form and function. He is fully capable of an intellectual understanding of human thought processes and emotional states, but he is, for the first three decades of his existence, unable to comprehend the true meaning of humanity and the concept of emotion.

New direction

This changes in 2371, when Data incorporates an emotion chip that allows him to accurately synthesize analogs of human feelings. In his early years,

however, he struggles to comprehend the confusing nature of those around him.

Even before he is fitted with the chip, Data adopts many human mannerisms and habits. He does not need to indulge in activities such as eating and drinking in order to function, yet he engages in them as he believes this will help him to better understand his human crewmates aboard the **U.S.S. Enterprise NCC-1701-D**. For Data,

the most ordinary human activities are a constant source of new information.

Exploring relationships

The android officer is technically incapable of reciprocating the warmth of friendship, although he does make close associations with several people aboard the *Enterprise*.

Data's closest human friend is **Chief Engineer Geordi La Forge** who, perhaps because of his

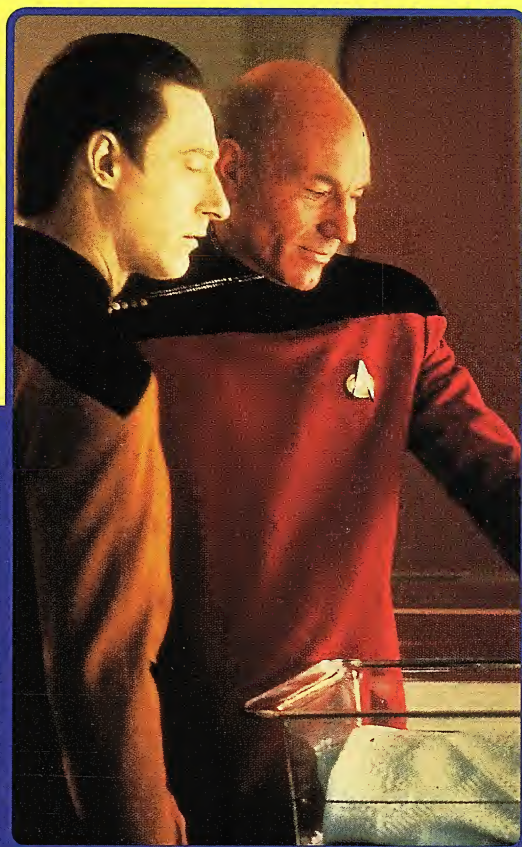
PROFILE ON DATA'S HUMANITY

ORIGINAL PROGRAMMING: Data is created around 2335 by Dr. Noonien Soong. The scientist's objective was to create an android devoid of emotion, after the failure of his previous android, Lore.

ENTERING STARFLEET: During his exemplary service to Starfleet, Data continuously attempts to mimic the behavior of his human friends and colleagues. He is often perplexed by the complexities and contradictions of human emotions.

▲ Data shares Captain Picard's fascination as they stand over the crib of a newborn baby. The android officer continually studies all aspects of human life.

EMOTION CHIP: In 2371, Data decides to incorporate an emotion chip made for him by Dr. Soong.



STUDYING HUMANS



★ Curiosity

Data is intrigued by Chief O'Brien's curious figures of speech during their first mission together.

★ Arts and Culture

In his quest to understand humanity, the android Data pursues many human activities such as acting, literature, and painting.

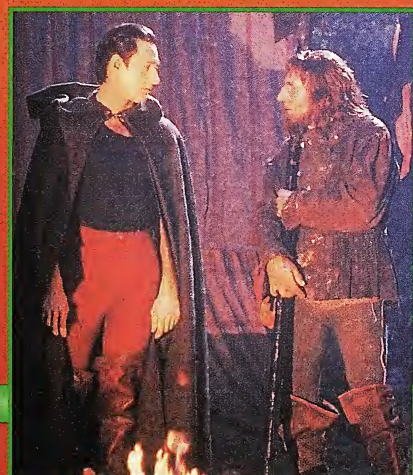


★ Socializing

Data engages in social activities with his **U.S.S. ENTERPRISE NCC-1701-D** colleagues, such as playing cards, in order to observe human behavior.

★ Android actor

Data often explores human nature on the holodeck. He takes on roles in plays such as Shakespeare's 'Henry V'.



Data's Humanity



★ Studying humor

Data attempts to comprehend the human concept of humor in a hologram.



★ Advice

The *ENTERPRISE*'s barkeep Guinan often gives Data advice about understanding humans.



★ Irony

In 2366, Q is punished by the Continuum and made human – Data's own greatest desire.



★ Growing old gracefully

Data will never grow old, but in the anti-time future he dyes his hair with a streak of white, to mimic the aging process.

own affinity for technology, finds it easy to relate to the android. Data also takes his exploration of human relations to a new level during his relationship with the *Enterprise*'s chief of security, **Lt. Tasha Yar**. The two officers become sexually intimate while suffering from the effects of the **Psi-2000 virus**. Data retains a fondness for Tasha even after her untimely death later that year, and keeps a holographic record of her in his quarters.

Data's friendships extend to other *Enterprise* crew members, as shown by his association with **Lt. Commander Worf**; his respect and admiration for **Captain Jean-Luc Picard** and **Commander William Riker**; and even a short romantic interlude with fellow officer **Lt. Jenna D'Sora**. The android has learned to care enough to put his career on the line for his friends. In 2365, he risks violating the **Prime Directive** to save the life of a young girl named **Sarjenka** from **Drema IV**, with whom he has been communicating via **subspace** radio.

Holo-practice

Data's desire to understand the workings of human interaction goes beyond mere friendship, however. In 2367, the android is asked by **Miles O'Brien** and **Keiko Ishikawa** to act as 'father of the bride' in their upcoming wedding ceremony. He looks upon the event as a chance to learn more about human nature, and extends his research into the **holodeck**, taking along **Dr. Beverly Crusher** to teach him how to dance with the bride at the wedding reception.

Data uses the holodeck on a number of occasions as a learning tool for his ongoing study – notably into the concept of humor. He takes part in well-known plays and stories in order to gain further insight, including the roles of Sherlock Holmes (with La Forge acting as his Dr. Watson) and the eponymous king in Shakespeare's 'Henry V'. This leads Data into acting with the *Enterprise*'s informal theater troupe, and even performing poetry recitals. The android sees artistic expression as an important part of the human condition, and embraces not only theater, literature, and poetry, but also classical music and painting. He truly attempts to become a renaissance android.

Despite his efforts, however, Data has faced the possibility of gaining a complete understanding of humanity only once in his

"There are still many human emotions I do not fully comprehend."

— Lt. Commander Data

existence. In 2364, the omnipotent being known as **Q** offers to make the deepest desires of the *Enterprise*'s senior officers a reality. Data's deepest wish is to actually become human, and Q's incredible powers mean that the alien could grant him this impossible dream. In a supremely human gesture,

however, Data refuses to accept Q's offer: he would rather remain true to his nature and make his own way toward his goal.

Surely this unique android's most human trait, however, remains his insatiable curiosity which compels him to continue to learn about humanity.

AN EMOTIONAL ANDROID

The emotion chip

In 2367, Data's path to understanding humanity takes a leap forward when his creator, **Dr. Soong**, constructs an emotion chip for him. His android twin, **Lore**, steals the implant, but three years later Data recovers the device. He waits for over a year before adding it to his positronic brain, however, and incorporates the device only when it becomes obvious he has reached an impasse in his development. Data swiftly suffers from an emotional overload, however, swinging from joy to anxiety to sorrow. Through this barrage of sensations, he learns what may be the most important lesson in his ongoing quest to understand and emulate humanity: that the nature of being human is a constant challenge to our passions and sensibilities.



▲ Impostor

Data's evil 'twin' Lore tricks their creator, **Dr. Soong**, into giving him the emotion chip.

▶ Under Lore's control

Under the influence of Lore and the emotion chip, Data tortures his best friend, **Geordi La Forge**.



▼ Flesh and blood

The Borg Queen uses Data's desires against him, grafting real skin onto his android body.



Q Tests the U.S.S. ENTERPRISE: Part 2

The arrogant and all-powerful Q returns to the *U.S.S. Enterprise NCC-1701-D*, driven by his continuing curiosity and fascination with humanity in general and one man in particular: Captain Jean-Luc Picard.

The Q Continuum's ongoing interest in humanity is well documented in *Starfleet* records, but by the fifth of Q's visits to the *U.S.S. Enterprise NCC-1701-D*, this relationship has mostly become a single Q's fascination with Captain Jean-Luc Picard.

From Q's previous encounters with the *Enterprise* and its crew, a continuing, and now familiar, verbal sparring match has developed between the inquisitive and irritating omniscient being and the starship's

captain. Q appears to enjoy challenging Picard from a self-appointed moral high ground, as he slyly disparages all of humankind, knowing the captain will launch into a passionate speech defending the virtues of his race.

Returning a favor

In 2367, Q drops in on his 'old friend' Picard, just as the captain is preparing to deliver the keynote address to the Federation Archaeology Council's annual symposium. Picard protected Q during their last encounter, and this debt has been nagging at Q's

conscience, or what passes for one, ever since. The omnipotent being wants to do something

"constructive" as payment.

For Q, constructive means dropping Picard and many of his senior crew into a self-governing simulation of Robin Hood's legendary escapades in Sherwood Forest. Q has previously witnessed Picard's preoccupation with the vivacious archeologist Vash, and intends to pay his debt by proving to the captain that his feelings for this woman are a dangerous Achilles heel. Thus Vash is cast as Maid Marian and Picard, as

Robin, must rescue her from the clutches of Sir Guy of Gisbourne. Q is keen to see if the captain sacrifices the safety of his officers in order to protect the woman he loves, thereby demonstrating that affection brings out the 'worst' in Picard in particular, and humanity in general.

Traveling companion

In the event, Picard acts alone and gallantly saves Vash, without endangering his officers. Vash, however, subsequently decides to join Q on a Gamma Quadrant field trip, investigating ancient worlds and ruins. Picard

Meddlesome human

When Dr. Beverly Crusher lectures Q on his treatment of Amanda, he changes her into a dog.

THE TRIALS OF Q

2367: Q returns to the *U.S.S. Enterprise NCC-1701-D* and transports Captain Picard, the senior crew, and Vash into a Robin Hood scenario.

2369: Q visits *Deep Space Nine* and engages in a fist fight with Commander Benjamin Sisko. Later that same year, he returns to the *Enterprise* and tests a young girl who is unaware that she is a member of the Q Continuum. He later visits the ship again and gives Picard a chance to change his life.

2370: Q puts humanity back on trial once again, offering Picard the chance to save the universe from a pocket of anti-time.



▲ In a Robin Hood simulation in 2362, Q takes on the role of the Sheriff of Nottingham. This scenario is intended to teach Captain Picard the danger of his feelings for the archeologist Vash.

THE VISITATIONS OF Q



★ Paying a debt

Q transports Captain Picard and his senior officers into a simulation of Sherwood Forest. The captain is cast as Robin Hood, with his senior crew as his merry men.

★ Q's apprentice

Q visits the *U.S.S. ENTERPRISE* in 2369 to test young intern Amanda Rogers on her newfound powers.



★ Divine Q

When Picard's artificial heart fails in 2369, Q appears to the fallen captain in what he claims to be the afterlife. Q takes on the role of God and asks Picard to look back and recall a moment of regret in his life.



Q tests the U.S.S. ENTERPRISE: Part 2



★ What could have been

Q shows Picard what his life would have been like if he had not been in a fight with the Nausicaans, which ended in a serious injury that made him realize the value of life.

warns Q to take good care of her, but in the equally devious archeologist the playful omnipotent being may have met his match.

Q's next appearance on the *Enterprise* is altogether more businesslike, and a test of a different sort: to determine whether a young Starfleet intern, **Amanda Rogers**, is a Q. His little tricks to test her include sending a heavy barrel tumbling toward **Commander William Riker**, and initiating **warp core** breach. When it is established that Amanda has



★ Trial of humanity

In 2370, Picard returns to the witness stand representing humankind. Q states that his verdict is guilty.

"I told you. You're dead. This is the after-life. And I'm God."

— Q to Captain Picard

special abilities, Q encourages and instructs her, in his own acerbic way, in the use of her powers. His actual assignment from the Continuum, however, is to prevent Amanda from accidentally destroying herself or the Galaxy. Her parents were executed by the Q Continuum when she was a baby; they chose to live as humans but could not resist using their powers. Q aims to persuade the young girl to return with him to the Continuum. He chooses the *Enterprise* as the venue, so that he will be among 'friends' who will let Amanda know that he can be trusted — but he does not count on the girl's stubborn nature.

Q's infatuation with Picard comes to the fore again when the captain is seriously injured in a **Lenarian** ambush during a

★ Unexpected help

Q draws Picard into the past to witness the effects of the anti-time anomaly.



conference in mid-2369. Despite the fact that Q has already paid his debt to the human, the omnipotent being pays Picard another favor in his own arrogant fashion. Q appears as 'God' in the afterlife, and sends the captain back in time to "make peace with [his] sordid past." He wants to see what regrets, if any, the captain will address. Picard considers the fight he had when he was 21 with three **Nausicaans**, which led to his receiving an artificial heart. He looks back on this as a shameful experience. Q offers the captain the opportunity to return to this event, and this time Picard acts with the benefit of hindsight and prevents the fight.

Valuable lesson

Of course, it is all another test. Picard discovers that the lessons he learned that day helped to make him the man he is. Without that near-death experience, he is returned to the present day as a dull astrophysics officer with lofty goals, but none of the will and ambition needed to attain them. As Q was smugly aware all along,

the young Picard needed the brush with death to bring home to him the value of life.

The following year, however, Q has a more serious agenda when he sends Picard back and forth through time, from the present day to the *Enterprise's* first mission, and on to a possible timeline 25 years into the future. In this **anti-time future**, the retired captain suffers from terminal **Irumodic Syndrome**, and the **Klingons** have overrun the **Romulan Star Empire**. Picard also finds himself back in Q's courtroom to conclude the trial that began seven years previously, when the Continuum charged humanity with being a savage race. The verdict is guilty.

Indirect warning

It transpires that Q's actions in temporally displacing Picard are his own little initiative to help the captain understand the situation. A spatial anomaly, known as anti-time, is created when the *Enterprise* in each period initiates an **inverse tachyon beam**. The anomaly grows larger as it moves back in time — in the distant past it is huge, and prevents the evolution of humanity. On the newly-enlightened Picard's orders, the *Enterprises* generate a static warp shell that collapses the anomaly.

The Q Continuum created the anomaly as another test, to see if mankind might show some scope for intellectual expansion and comprehension. They do not think Picard has it in him, but he proves them wrong — with the help of the little prod provided by Q, who once again acts as an enigmatic benefactor to the captain.

Q VISITS DEEP SPACE NINE

Creating havoc

In 2369, Q approaches another Starfleet crew: the officers of space station *Deep Space Nine*, where he goes to tries and woo Vash back to him. He is recognized by Chief of Operations Miles O'Brien, formerly of the *U.S.S. Enterprise*, and is soon happily tormenting Commander Benjamin Sisko. Q's reputation among Starfleet officers is now legendary; they have attended briefings on him and his irksome visitations. This is something of a vacation for the mischievous being; with no particular tests or mission to carry out, Q simply enjoys larking around and insulting the crew.

▶ Estranged adventurers

In 2369, Vash returns from exploring the **Gamma Quadrant** with Q. The archeologist claims to be tired of the superbeing's arrogance and posturing behavior. Q attempts to win Vash back — he enjoyed seeing the wonders of the Galaxy through her mortal eyes.



◀ New prey

On space station DEEP SPACE NINE, the mischievous Q finds a new Starfleet crew to meddle with. His single visit would suggest that he finds these humans less interesting than the others he has bothered.



Lieutenant Leslie

Lt. Leslie is a capable and dependable officer. He soon establishes his presence on the bridge of the *U.S.S. Enterprise NCC-1701* at helm, and proves his skills in other departments, such as engineering and security.

Only the very finest **Starfleet** personnel make it all the way to the captain's chair, but even those who never climb to the top of the career ladder must prove themselves to be versatile and dependable. Command officers of all ranks have a vital role to play in the smooth running of **Federation** vessels. The career of **Lt. Leslie**, a long-serving officer on the *U.S.S. Enterprise NCC-1701*, certainly proves the adage that a starship is only as good as the men and women who make up its crew. Leslie's technical knowledge, wide-ranging experience, and grace

under pressure help him to perform to a high standard even when confronted with dangerous or unfamiliar situations. This ingrained professionalism and courage – typical of so many officers on the *Enterprise* – ensures that **Captain James T. Kirk's** orders are carried out with accuracy and imagination, and helps the starship to complete a trail-blazing five year exploratory mission, during the 2260's.

Proven officer

Kirk's command of the *Enterprise* begins in 2264; it is not known if Leslie also joined the starship at this time, but early on in Kirk's first five-year mission he is

PROFILE OF AN OFFICER

NAME: Leslie

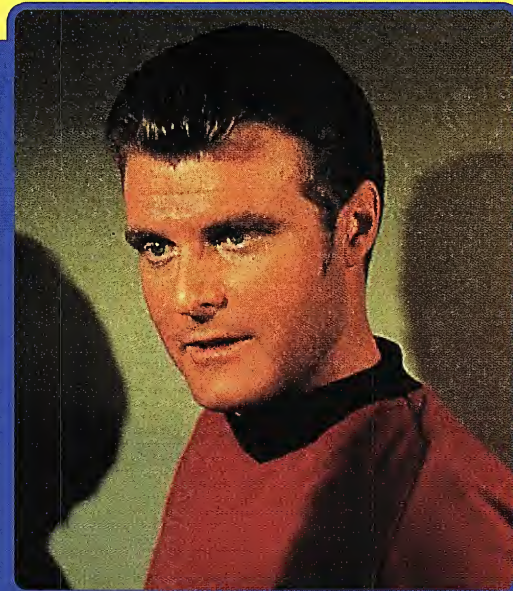
LIFE FORM: Human male

STATUS: Lieutenant, *U.S.S. Enterprise NCC-1701*

POSITION: Leslie serves as helmsman on the bridge of the *Enterprise*. He also proves his expertise in engineering, and is a dependable security officer.

REMARKS: The lieutenant often displays an ability to perform well under pressure.

FIRST SEEN: 'Where No Man Has Gone Before' [TOS]



Under the command of Captain Kirk, Lt. Leslie soon becomes an established member of the *U.S.S. ENTERPRISE's* bridge crew. He is occasionally trusted with the captain's chair in the absence of other senior officers.



LESLIE IN A CRISIS

already a regular presence on the bridge.

In 2265, Leslie is present during the ship's encounter with an ancient recorder

★ Galactic threat

Leslie witnesses a threat to the entire Galaxy when reality is endangered by *Lazarus*, a madman from an antimatter universe.

buoy from the *S.S. Valiant*, at the very edge of the Galaxy. Kirk has already recognized the lieutenant as a versatile officer; he has enough knowledge of engineering to be sent down to **Delta Vega**, an automated dilithium processing facility, when the *Enterprise* needs to salvage equipment to repair its damaged engines. The

mission becomes more complicated, however, when it is realized that the effects of an energy barrier at the edge of the Galaxy have turned *Enterprise* officer **Lt. Commander Gary Mitchell** into a dangerous and powerful foe. The engineering team must help to maroon their colleague on Delta Vega. Leslie's dependability and



★ Galactic barrier

Not long after Leslie begins his service on board the *ENTERPRISE*, the starship encounters an ancient recorder buoy.



★ Landing party

Leslie is often assigned to landing party missions, such as the one which escorts **Gary Mitchell** to Delta Vega.



★ Helmsman

The lieutenant soon becomes an established member of the bridge crew. He usually serves at helm.

OTHER CARDS IN THIS FILE...

- 3 CAPTAIN JAMES T. KIRK
- 12 LIEUTENANT KYLE
- 15 LIEUTENANT BAILEY
- 16 LIEUTENANT FARRELL
- 18 GARY MITCHELL

SEE OTHER FILES...

STAR TREK:
The Original SeriesFile 68

Lieutenant Leslie



★ Rescue mission

Leslie also serves as security. He is part of the rescue team which beams down to Omega IV.

period of nonexistence. The *Enterprise's* **dilithium crystals** are also drained of their power, leaving the starship in a vulnerable state. The possibility is raised that these events may be the actions of an alien race preparing to invade the Galaxy. Captain Kirk and a security team beam down to the planet to investigate the source of the disruptions, while Lt. Leslie is given temporary command of the bridge. After Kirk resolves the problem and returns to the *Enterprise*, Leslie vacates the captain's chair and takes over at the helm once more, having demonstrated his ability to perform his duties calmly and efficiently throughout this crisis.

Versatile skills

Like most of the other crew members on the *Enterprise*, Mr. Leslie can easily move between departments when required to

do so. He has clearly been well-trained by Starfleet in several areas, and his prowess in the areas of weapons handling and fighting techniques, as well as his prime physical fitness, make him an ideal temporary security officer. In 2267, Kirk and other members of the *Enterprise's* crew are caught up in a battle between the **Yangs** and the **Kohms**; Leslie is part of the three-man team that beams down to rescue them. The **phasers** with which the team are armed turn out to be unnecessary, although there is no doubt that Leslie could have held his own in a fight. During this mission, Kirk singles out Leslie as an officer more than capable of freeing **Dr. McCoy** and **Mr. Spock** from their bonds, and aiding in the arrest of **Captain Tracey**.

Experienced officer

Throughout his service on board the *U.S.S. Enterprise*, Lt. Leslie shows a steady self-confidence; he certainly does not buckle under pressure. He has wide-ranging experience in many of the ship's functions – engineering, bridge, security – wearing not just the yellow shirt of command, but the blue of science and red of engineering and operations as well. He has the good fortune to serve under one of the finest role models that Starfleet can offer, James T. Kirk, which encourages this dependable officer to perform to the very best of his ability.



★ Abandoned ship

Leslie is present when the *ENTERPRISE* finds the lifeless *U.S.S. EXETER NCC-1672* in orbit above Omega IV.

★ Trusted officer

Kirk confidently assigns Leslie to freeing Dr. McCoy and Mr. Spock on Omega IV.

strength prove to be invaluable qualities in a crisis. His involvement in the mission helps to nullify Mitchell's bid for power. By the following year, he is an established member of the bridge crew.

Leslie is still serving on the *Enterprise* three years later, when the starship discovers the derelict *U.S.S. Exeter NCC-1672* orbiting the planet **Omega IV**.

Leslie's usual duty station is at the helm, although on occasion he has been known to occupy the captain's chair when higher ranking

officers are unavailable. An incident in 2267 particularly highlights the lieutenant's satisfactory performance as helmsman. It begins when the *Enterprise* completes a routine life survey of an uninhabited planet, and Kirk orders Leslie to plot a course for **Starbase 220**. Before the ship can move away, an unexplained phenomenon suddenly causes the *Enterprise* and its crew to experience magnetic, gravitational, and temporal disruptions, as well as a brief

"I'm sorry, sir. We're all transporting down to join the colony."
— Leslie disobeys Captain Kirk's orders

THE INFLUENCE OF THE SPORES

Leslie's mutiny

In 2267, the *U.S.S. Enterprise* is sent to the Omicron Ceti III colony. The alien spores that protect the colonists from the deadly berthold rays of the planet's sun infiltrate the *Enterprise*, infecting the entire crew – including Leslie. When Kirk returns to the ship to assess the situation, the lieutenant is one of the crew members waiting in line to beam down to the planet. The captain orders Leslie back to his station, and is surprised when his normally level-headed officer refuses to comply. Kirk points out that Leslie is in danger of committing an act of mutiny.



▲ Mutineer

The only time that Leslie fails to display his normal dependability occurs when the spores affect his judgment.



▲ Alien influence

The alien spores appear to induce a state of bliss. Those affected enter a state of complete happiness and utter contentment.

▲ Abandoned bridge

The spores also infect Captain Kirk when he returns to the empty bridge.

Admirals' Uniforms: 2360's to 2370's

Admirals demand respect and obedience from their subordinate officers. Their elevated position in the *Starfleet* hierarchy is denoted by their more formal uniforms.

Order and discipline are essential for the smooth running of *Starfleet*, and it is vitally important that senior officers can be identified at a glance. Admirals often operate independently of a starship or starbase, presenting orders and mission objectives to a variety of officers and crews with whom they have little day-to-day contact. In such situations, their face may be unfamiliar to the officers they are addressing, but their uniform instantly conveys their position of importance.

In previous years, the uniforms worn by flag officers has at times been identical to those worn by their subordinate officers in everything but rank insignia, but by the early 2360's, admirals commonly wear a more formal style that closely resembles those ranks' dress uniforms. Though still

broadly based on the primary-colored bodysuits worn by all *Starfleet* personnel, the admirals' uniforms of the 2360's feature elaborate gold braiding and other embellishments that set them apart from the duty uniforms of captains and junior officers.

Individual choice

All through the 2360's, the uniforms of flag officers are a stylized version of the red duty uniform of command, but the exact design changes subtly from admiral to admiral, and the differences appear to be more a case of personal choice than indicative of any specific function or duty divisions. Admirals based at a specific facility will often dress alike, however, such as admirals **Aaron**, **Quinn**, and **Savar**, all of whom are based at **Starfleet Command** on Earth in 2364. This helps to portray a coherent and

Most versions of the admiral's uniform follow the same basic design as those worn by other officers.

Admirals' uniforms most often differ from those of junior officers in the gold braiding on collars and cuffs.



Admiral Nakamura as well as the female Admiral Gromek; another version with a deep black 'V' at the neck and gold stripes at the cuffs is worn by male admirals such as **Kennelly** and **Henry**, and females including **Fleet Admiral Shanthi**.

The most consistent aspect of the 2360's and early 2370's uniform variant is that nearly all feature the



organized top level of command.

There is no difference between the uniform styles adopted by male and female admirals. For example, the high-necked, long-tunic version with thick gold braiding across the shoulders is worn by the male



SHORT TUNIC

As worn by **Admiral Jameson**.



SHORT TUNIC, ALTERNATE

As worn by **Admiral Savar**.



SHORT TUNIC, SPLIT NECK

As worn by **Admiral Brand**.



SHORT TUNIC, CLOSED NECK

As worn by **Admiral Gromek**.

Admirals' Uniforms: 2360's to 2370's



▲ The design of Starfleet delta combadge worn by admirals changes in line with those worn by personnel of all ranks.

color red, denoting the duty division of command. There are exceptions to even this rule, however: **Admiral Toddman** retains the gold shirt of the engineering division, illustrating that officers can retain a loyalty to a specific department even after their promotion to the admiralty.

The duty uniforms for most Starfleet personnel changes at the end of the 2360's, with the primary colored tunics of the earlier design being gradually phased out and replaced by all-black outfits that

display the color of the duty division only on the shoulders. The admirals' uniforms do not follow suit, however; like the formal dress uniforms of this period, they retain the primary colored tunics with black shoulders. Outfits such as these can be seen on many of the admirals who visit *Deep Space Nine* during the early 2370's, including **Nechayev** and **Whitley**.

New designs

When Starfleet introduces its next new duty uniform design in 2373, however, the dress for admirals once again falls into line with the rest of the ranks. All ranks from captain down to enlisted crewman wear black bodysuits with padded gray shoulders over a color-coded undershirt, and the only variation between these uniforms and those worn by admirals is the addition of gold braiding around the neck and front seam of the senior officers' tunics, and gold-braided red bands around the cuffs. Admirals often also wear a decorative gold belt buckle on this uniform variant and in some versions, the top half of the uniform is a separate tunic rather than part of an all-in-one body suit. This can be seen worn by admirals **William Ross** and **Matthew Dougherty**.



▲ In 2373, an alien entity posing as the late Admiral **Edward Janeway** portrays him wearing an admiral's uniform of the 2370's, rather than one of 2358 – the year in which he died.

For formal occasions, a new dress uniform for admirals is adopted. This is also similar to the version worn by other ranks, incorporating the white undershirt also worn by captains, but adding two thick red bands around the cuffs, over which rank insignia pins are displayed. This dress uniform variant is worn by Admiral Ross at a formal reception en route to **Romulus** in 2375.

Throughout two decades of changes to the uniforms worn by



▲ The change to a black and gray duty uniform in 2373 brings admirals back in line with all Starfleet ranks.

flag officers, the rank insignia used to indicate their position remains the same: a series of gold pips on a black background, inside a gold border. The number of pips varies from one through five, depending on their exact rank. The more pips, the more senior the admiral: five pips denotes a fleet admiral. Exactly where the rank insignia is worn varies depending on the style of the uniform: pips may be worn on one or both sides of the collar, the breast, and/or on the cuffs.



FRONT-FASTENED TUNIC

As worn by **Admiral Chekote**.



SIDE-FASTENED TUNIC

As worn by **Admiral Janeway**.



BLACK BODY SUIT

As worn by **Admiral Dougherty**.



DRESS UNIFORM VARIANT

As worn by **Admiral Ross**.



'Hero Worship'

A traumatized human boy named Timothy is so impressed by Lt. Commander Data's lack of human feeling that he decides to become the second android on the *U.S.S. Enterprise NCC-1701-D*.

In **Sector 97**, the crew of the *U.S.S. Enterprise NCC-1701-D* locate the wreckage of the *S.S. Vico*, a research vessel sent out to explore the nearby region of space known as the **Black Cluster**. An *Enterprise* away team, including **Commander William Riker**, **Lt. Commander Data**, and **Chief Engineer Geordi La Forge**, beam over to the *Vico* to investigate.

Data finds a single, terrified survivor on the vessel – a boy named **Timothy**, trapped beneath a fallen beam. The android officer uses his superior strength to pull the youngster out of harm's way. In the *Enterprise* sickbay, Timothy claims the *Vico* was attacked and boarded by unidentified aliens, but the crew soon realize this story cannot possibly be true.

Suddenly android

Data's lack of human feeling strikes a chord with Timothy, and he decides to become an android as well. Data helps the boy to understand that a lack of feeling can be a burden as well as a blessing – an android can never feel pride in his abilities, or pleasure in his accomplishments. He also points out that androids are incapable of lying.

The investigation into the *Vico* tragedy continues. When the *Enterprise* enters the Black Cluster, huge gravitational wave fronts grow ever more intense and disable the starship's warp drive. La Forge diverts all remaining power to the shields.

Captain Picard calls Timothy to his ready room and asks him to remember anything that might save the stranded starship before another wave pulls it apart. It is then revealed that Timothy believes that he caused the *Vico*'s destruction by touching a computer console.

Relocating to the *Enterprise* bridge, the boy goes on to recall that shortly before the *Vico* exploded, the crew ordered more power to shields. On hearing this, Data persuades Picard to lower the *Enterprise*'s shields. Data's theory proves accurate, and the *Enterprise* is soon able to move away from the cluster. The crisis averted, Timothy abandons his android persona and starts to acknowledge his feelings of loss.

CAPTAIN'S LOG STARDATE: 45397.1

"Two days ago, **STARBASE 514** lost contact with the research vessel *VICO*, which was sent to explore the interior of the **Black Cluster**. We are en route to investigate."

ON SCREEN...



1 Data rescues Timothy, a terrified young boy, from the wreck of the research vessel *S.S. VICO*. The impressionable young human decides to become an android, and begins to mimic his hero's mannerisms and speech patterns.



2 Counselor Deanna Troi tells Captain Picard that the technical name for Timothy's condition is enantiodromia, or conversion into the opposite.



3 The *U.S.S. ENTERPRISE* enters the Black Cluster and is immediately struck by gravitational wave fronts that increase in strength, disabling the starship's warp drive.



4 In Picard's ready room, Timothy admits that he thinks he instigated the *VICO*'s destruction by accidentally touching a computer console.



5 Data explains that the Black Cluster produces a harmonic amplification effect; the greater the energy diverted to the shields, the greater the wave front impact.



6 With the *ENTERPRISE* safely out of harm's way, Data reassures Timothy that he will always be pleased to count the boy as one of his many human friends.

STARSHIP FACTS



La Forge recalls that he was trapped in a fire when he was five years old.



'Violations'

Three senior officers on the *U.S.S. Enterprise NCC-1701-D* fall into comas after experiencing traumatic memory invasions. Suspicion soon falls on Tarmin, the proud leader of a group of telepathic Ullian historians.

Tarmin, the head of an Ullian delegation, is traveling aboard the *U.S.S. Enterprise NCC-1701-D*. The distinguished telepathic historian is accompanied by his son, **Jev**, who is plainly tired of hearing Tarmin's boasting, and makes an early exit from a banquet held in his father's honor.

Counselor Deanna Troi also leaves, and the two have a brief conversation. Later, as Troi prepares to go to sleep, she experiences a vivid memory of a romantic interlude between herself and **Commander Riker**. The scene suddenly turns violent, and Jev replaces Riker in the vision. Troi struggles against Jev, until she lapses into a coma.

It is not long before Riker and **Dr. Beverly Crusher** also succumb to disturbing telepathic invasions. Jev makes a terrifying appearance in both flashbacks.

Cause for concern

Captain Picard is concerned that the Ullians may inadvertently be responsible for his officers' loss of consciousness. **Lt. Commander Data** and **Chief Engineer Geordi La Forge** begin to search for similar incidents on planets visited by the telepaths.

Troi unexpectedly awakens in sickbay, and accepts Jev's offer to probe her memory in the hope that he can reconstruct what happened on the night she fell unconscious. Deanna revisits the same traumatic ordeal, only this time it is Tarmin who attacks her.

Tarmin vehemently protests his innocence, but is taken into custody. The Ullians prepare to disembark at **Starbase 440**; Jev assures Picard that Tarmin will be severely punished if found guilty of non-consensual telepathic invasion.

Data and Geordi eventually discover that Jev is the only constant in numerous cases of memory related comas. The deranged telepath physically attacks Troi, but she fends him off until **Lt. Commander Worf** and Data come to her rescue.

Tarmin is deeply ashamed of his son's inexcusable violations – it has been 300 years since a Ullian has been found guilty of such a crime. Picard grimly concludes that no race can ever hope to fully extinguish their aberrant impulses.

CAPTAIN'S LOG

STARDATE: 45429.3

"While on a mapping survey, we are conveying a delegation of Ullians to Kaldra IV. These telepathic historians conduct their research by retrieving long forgotten memories."

ON SCREEN...



1 Counselor Troi leaves the banquet at the same time as Jev. The pair enjoy a brief but pleasant conversation about overbearing parents before they both retire to their quarters.



2 Troi's memory of a romantic encounter between herself and Commander Riker takes a dangerous and violent turn when the commander is replaced by the telepathic Ullian, Jev.



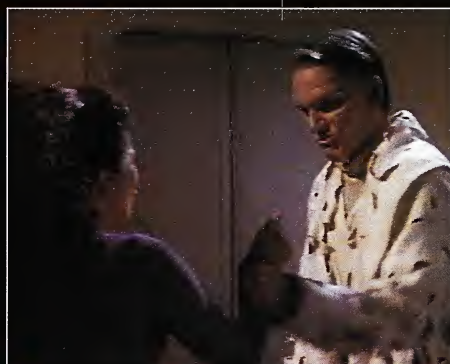
3 Dr. Crusher also succumbs to an invasive telepathic vision. She finds herself reliving the moment when she had to view the body of her deceased husband.



4 Troi regains consciousness and compares the experience to "waking up from a nightmare and not remembering what it's about."



5 With Jev's help, Troi revisits the vision that she had prior to falling into a coma, but this time she sees the Ullian's father, Tarmin, attacking her.



6 Jev physically attacks Troi when she realizes that the deranged telepath is responsible for the mental rapes. Luckily, he is subdued by Worf and Data.

STARSHIP FACTS



Geordi La Forge's first pet was a Circassian cat.



'A Time to Stand'

The Federation continues to suffer heavy losses in its war with the Dominion, but Admiral William Ross unveils a secret weapon that may help to alter the balance of power. Meanwhile, Dominion and Cardassian forces continue to maintain their foothold on *Deep Space Nine*.

PERMANENT DOCUMENT FILE, DUKAT, S.G.:

"The war continues to go well. Each day brings reports of new victories. It's only a matter of time before the Federation collapses and Earth becomes another conquered planet under Dominion rule. All in all, it's a good time for Cardassia and the Dominion."

Three months have passed since the **Dominion** took control of the station formerly known as **Deep Space Nine**. The war is not going well for the **Federation**, and the once proud and powerful **Second Fleet** has been reduced to a third of its original size. On the **U.S.S. Defiant NX-74205**, **Commander Jadzia Dax** is reunited with her husband-to-be, **Lt. Commander Worf**, for the first time in five weeks. Plans for their wedding are weighing heavily on his mind. Dax is amused by Worf's preoccupation with **Klingon** etiquette, but reassures him that their wedding will observe tradition.

Captain Benjamin Sisko longs to return to the front lines, and is disappointed to hear from **Dr. Bashir** that the *Defiant* is to report to **Starbase 375** for reassignment.

Back in command

Meanwhile, **Cardassians Gul Dukat** and **Legate Damar** waste no time in asserting their authority on **Terok Nor**; Dukat swiftly refuses **Major Kira Nerys's** request that the **Bajoran** security details be reinstated.

Such a dismissal only confirms Kira's belief that the Cardassians plan to reopen the Bajoran labor camps. **Odo** argues that it is actually in the Dominion's best interests to honor its treaty with **Bajor**, as they need to prove to the rest of the **Alpha Quadrant** that they can be true to their word.

In private, Dukat is forced to admit to **Weyoun** that work on dismantling the **self-replicating mines**, which were used to seal the Bajoran wormhole, is proceeding much more slowly than he originally anticipated.

Weyoun later informs **Jake Sisko** that he has withheld the young man's reports for the **Federation News Service** because they are "filled with pejorative terminology." Jake promises to provide a more 'balanced' perspective in future, but still fails to secure an on-the-record interview with Weyoun.

Meanwhile, **Admiral William Ross** welcomes Captain Sisko and his crew to **Starbase 375**. He has good news for the *Deep Space Nine* exiles: **Starfleet Intelligence** appears to have located the Dominion's main **ketracel white** storage facility deep within Cardassian space. Ross relieves Sisko of command of the *Defiant*, then asks him to lead a dangerous mission to destroy the facility using the **Jem'Hadar**

ON SCREEN...



1 The crews of the **U.S.S. Defiant NX-74205** and the **I.K.S. Rotarran** are exhausted and demoralized, worn down by Starfleet's 'engage and retreat' strategy.



2 Dax learns that her fiancé, Worf, is concerned about her arrangements for their wedding; She has planned the ritual sacrifice of the targ to occur after the feast.



3 Major Kira asks Weyoun to reinstate Bajor's armed security presence on **TEROK NOR**, but Dukat wastes no time in quashing this proposal.



4 Quark tries to raise Kira's spirits, pointing out that things "could be a lot worse." So far, there has been no sign of the brutality that epitomized the earlier occupation.



5 Weyoun reminds Dukat that the self-replicating mines must be deactivated so that new supplies of **ketracel white** can be delivered from the **Gamma Quadrant**.



6 Weyoun informs Jake Sisko that the **Dominion** is not an "occupying force" - **TEROK NOR** belongs to the Cardassians, and there are no Dominion troops on Bajor.



'A Time to Stand'

Attack Cruiser that was captured by Sisko almost a year before.

Over the next two weeks, Sisko and his officers do their best to familiarize themselves with the alien vessel. When the crew are finally ready to leave, Sisko asks **Garak** to join them on the mission – the former spy may prove invaluable if they have to deal with the Cardassians. The appropriated Jem'Hadar ship is cleared for departure, and a course is set for the Cardassian border.

The covert *Jem'Hadar Attack Cruiser* unfortunately catches the attention of the **U.S.S. Centaur**, a Federation ship captained by **Charlie Reynolds**. The *Centaur* opens fire and rashly continues its pursuit into enemy territory, forcing Sisko to target the starship's weapons array. The two vessels exchange a brief flurry of **phaser** fire, but then the *Centaur* turns away from the conflict. This sudden retreat is explained by the appearance of three Jem'Hadar vessels in the vicinity, hot on the trail of the *Centaur*.

On *Terok Nor*, Kira urges Odo to exploit his status as a Dominion god. The Changeling finds he only has to ask Weyoun to reinstate his Bajoran security officers for the request to be granted. In return, Odo agrees to become a member of the station's ruling council. Kira is alarmed by this development; Odo's presence on the council would appear to validate Dominion control of the station. He replies that he has walked this line before, during the first Cardassian occupation, and will do so again with Kira's support.

Point of no return

In the far reaches of space, Sisko's *Jem'Hadar Attack Cruiser* approaches the asteroid that houses the Dominion's ketracel white facility. Another Jem'Hadar ship in orbit of the facility transmits a message requesting fresh supplies, then beams down 110 empty canisters. The facility promptly sends back another 110 full ones, and the ship pulls away. The entire transaction takes a mere 92.3 seconds, leaving the Starfleet impostors with little or no margin for error.

Miles O'Brien has 83 empty canisters standing by, plus one containing enough enriched **ultritium** to take out the entire storage facility "and anything else within 800 kilometers." Garak's order for 84 canisters of ketracel white is acknowledged, and O'Brien sets the detonator for three minutes.

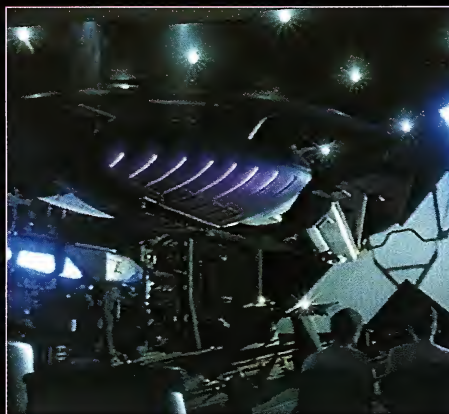
The canisters are dispatched and swiftly replaced by a fresh shipment beamed directly into the cargo hold. The crew get ready to depart, only to find their escape route blocked by the sudden activation of a security net. Sisko has no other option but to let the explosion bring down the security net generator, and hope that their ship can move

away fast enough to avoid getting caught in the explosion. The genetically-enhanced **Dr. Julian Bashir** confidently calculates that they will need to go to full impulse 1.3 seconds before the blast.

Dax relinquishes helm control to the main computer moments before a huge explosion

obliterates the asteroid. Their ship pulls ahead of the shockwave and continues on its way to safety. Victory celebrations are put on hold, however, when O'Brien confirms that the ship's core matrix is "fried." Sisko's group are stranded behind enemy lines a long, long way from home ...

ON SCREEN...



7 Starfleet has restored to working order a **JEM'HADAR ATTACK CRUISER** that was captured by Sisko. It is to be used in an attempt to infiltrate Cardassian space.



8 Garak offers to wear the Dominion headset after Sisko finds it uncomfortable; he remarks that it is "like having a viewscreen inside your brain."



9 The **U.S.S. CENTAUR** opens fire on the **JEM'HADAR ATTACK CRUISER**, knocking out its comm system. Sisko orders Dax to head for the Cardassian border, rather than fight a Starfleet vessel.



9 Major Kira struggles to comprehend the idea that Odo has somehow scored a victory against the Dominion by accepting Weyoun's offer of a position on the station's ruling council.



11 The destruction of the Jem'Hadar facility results in a shockwave that violently shakes Sisko's crew aboard the **JEM'HADAR ATTACK CRUISER**.



12 With their **JEM'HADAR ATTACK CRUISER**'s warp drive destroyed, it will take Sisko and his crew 17 years to reach the nearest Federation starbase.

STARSHIP FACTS

The genetically-enhanced Dr. Bashir calculates that the Federation has only a 32.7 percent chance of winning the war with the Dominion.



R continued

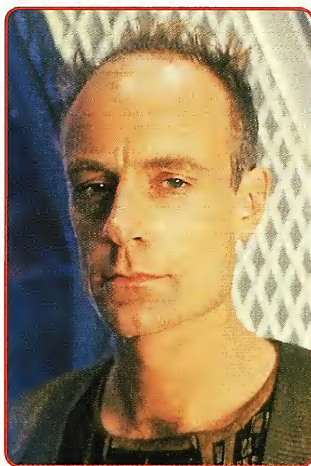
Ranora, Dr. This **Vhnori** male performed his culture's transference rituals. Ranora was stunned when **Ensign Kim** appeared inside a cenotaph pod, apparently having returned from the **Next Emanation** – the Vhnori afterlife. The amazed doctor immediately summoned a **thanatologist**. (*Starship Log: 'Emanations' [VOY]*) **SEE FILES 18, 71**

rapid nadion pulse The subatomic reaction underlying **phasers** used by ships and personnel. When rapid nadions and certain types of superconducting crystals interact, surprising amounts of energy are released. (*Starship Log: 'The Mind's Eye' [TNG]*) **SEE FILES 60, 69**

Rashella Female citizen of **Aldea**. She was desperate to have a child, but by 2364, radiation had caused general sterility throughout the population. In 2368, Rashella claimed little **Alexandra** from the **U.S.S. Enterprise NCC-1701-D** as her own. (*Starship Log: 'When the Bough Breaks' [TNG]*) **SEE FILES 18, 69**

Rasmussen, Berlinghoff This visitor to the **U.S.S. Enterprise NCC-1701-D**, in 2368, claimed to be a 26th-century historian. Rasmussen was, in fact, a 22nd-century thief using a stolen **Time Travel Pod**. In 2372, **Odo** reminded **Worf** of Rasmussen's security breach to illustrate a point. (*Starship Log: 'A Matter of Time' [TNG]; 'The Bar Association' [DS9]*) **SEE FILES 40, 44, 69, 70**

Berlinghoff Rasmussen was apprehended by the crew of the U.S.S. ENTERPRISE NCC-1701-D after he was revealed to be a time-traveling thief.



Rata **Ferengi** starship officer and **DaiMon Bok's** second-in-command in 2364. Rata accompanied Bok and **Kazago** to the **U.S.S. Enterprise NCC-1701-D** and offered to hand over logs from the **U.S.S. Stargazer NCC-2893** – for a price. (*Starship Log: 'The Battle' [TNG]*) **SEE FILES 31, 69**

ratamba stew A main course for **Bajorans**. **Benjamin Sisko** tried combining ratamba stew and spinach linguini in 2372, producing aromas detectable some distance from his living quarters. (*Starship Log: 'For the Cause' [DS9]*) **SEE FILE 70**

ratana tree Flora found in the **Rigel** system. **Jadzia Dax** remembered a large ratana tree outside the **Barros Inn** from where **Curzon Dax** had once been ejected. (*Starship Log: 'Rejoined' [DS9]*) **SEE FILE 70**



Dr. Ranora specialized in the study of death among the Vhnori. As part of his work, Ranora performed the transference rituals, which saw the deceased Vhnori transported to the Next Emanation via a cenotaph pod.

Rateg A **Romulan** city. Rateg residents have an identifiable accent to other Romulans. **Lt. Commander Data** claimed he and **Captain Picard** were from Rateg when the pair were searching for **Ambassador Spock**. (*Starship Log: 'Unification', Part I [TNG]*) **SEE FILE 69**

Ratosha Pass This area of **Bajor** links the **Dahkur Province** to a neighboring territory. **Shakaar** and **Kira Nerys** considered leaving Dahkur via this route to avoid capture in 2371. (*Starship Log: 'Shakaar' [DS9]*) **SEE FILES 10, 70**

Raven, S.S. This civilian vessel, registry number **NAR-32450**, was given to **Magnus** and **Erin Hansen** by the **Starfleet Council of Exobiology** to aid them in their studies of the **Borg**. In 2375, the **Raven's** wreckage was discovered on a planet inside the borders of **Bomar** space, in the **Delta Quadrant**. (*Starship Log: 'The Raven' [VOY]*) **SEE FILES 31, 71**

Ravinok This **Cardassian** vessel, carrying 32 **Bajoran** prisoners, was lost in 2366. **Kira Nerys** tracked the ship in 2372, and found survivors working in a **Breen** mine on a planet in the **Dozaria** system. **Tora Ziyal** was among those rescued. (*Starship Log: 'Indiscretion' [DS9]*) **SEE FILES 36, 70**

Rawlens The senior geologist on the **U.S.S. Enterprise NCC-1701** in 2268. Rawlens did not have as much experience surveying worlds geologically similar to **Alpha Carinae II** as **Ensign Carstairs**. (*Starship Log: 'The Ultimate Computer' [TOS]*) **SEE FILES 20, 68**

Rayburn Security officer on the **U.S.S. Enterprise NCC-1701**. He guarded the transport site on the planet **Exo III**. The ancient android **Ruk** killed Rayburn before he could make security arrangements with the **Enterprise**. (*Starship Log: 'What Are Little Girls Made Of?' [TOS]*) **SEE FILES 20, 68**

Raymer, Captain A **Starfleet** officer. In 2375, **Ezri Dax** was going to take an assignment as counselor serving under her. Ezri eventually decided to stay on **Deep Space Nine** instead. (*Starship Log: 'Afterimage' [DS9]*) **SEE FILE 70**

Ranora, Dr.
rapid nadion pulse
Rashella
Rasmussen, Berlinghoff
Rata
ratamba stew
ratana tree
Rateg
Ratosha Pass
Raven, S.S.
Ravinok
Rawlens
Rayburn
Raymer, Captain
Raymond, Captain
Raymond, Claire
Razik, Jal
Razka Karn
reactant injectors
reaction stabilizers
reactive armor
reactive ion impeller
ready room
reassociation
Rebel Raiders
rec deck
recalibration sweep
recall subroutine
Reckoning, the
reclamators



The wreckage of the RAVINOK was found half-buried. Equipment from the vessel was strewn around the crash site, and simple graves were located nearby.



Rayburn was a security officer who joined the landing party to planet Exo III. He was killed by Ruk just moments after speaking with Captain Kirk.





Raymond, Captain

This The commanding officer of the **U.S.S. *Tecumseh***. Raymond teamed up with the **U.S.S. *Rutledge*** in the **Federation's** reply to **Klingon** aggressions in the **Archanis sector** in 2373. (*Starship Log: '... Nor the Battle to the Strong'* [DS9]) **SEE FILES 19, 70**

Raymond, Claire

This housewife from the 20th century was placed in a cryogenic pod by her husband, Donald. She was revived aboard the **U.S.S. *Enterprise NCC-1701-D*** in 2364. Claire searched the computers for information on relatives, and discovered that **Edward Raymond**, her younger son, died in the early 21st century. A great-great-great-great-grandson, **Thomas Raymond**, still lived on Earth. (*Starship Log: 'The Neutral Zone'* [TNG]) **SEE FILES 33, 69**

▶ **Counselor Troi helped the 20th-century housewife Claire Raymond trace her 24th-century descendants on Earth.**



Razik, Jal

A leader of the **Kazon-Ogla** sect. Razik sent **Kar** to kill **Commander Chakotay** for displaying **Starfleet** markings in Ogla space. When Kar failed, Razik intended to execute him. With Chakotay's help, Kar assassinated Razik, instead. (*Starship Log: 'Initiations'* [VOY]) **SEE FILES 18, 58, 71**

Razka Harn

A friend of **Kira Nerys** during the **Cardassian** occupation. In 2372, Razka, a scrap-metal dealer, obtained a piece of metal that led Kira to the **Ravinok**, a vessel missing since 2366. (*Starship Log: 'Indiscretion'* [DS9]) **SEE FILES 36, 70**

reactant injectors

A subsystem of the matter/antimatter reaction assembly that transfers needed volumes of matter and antimatter into **Starfleet's** warp propulsion system. **Lt. B'Elanna Torres** recalibrated the reactant injectors aboard the **U.S.S. *Voyager NCC-74656*** during warp engine maintenance in 2371. (*Starship Log: 'The Cloud'* [VOY]) **SEE FILES 29, 71**

reaction stabilizers

Component of the **Cardassian-built** main fusion reactor on **Deep Space Nine**. Reaction stabilizers ensure reactor temperatures remain within limits. **Deep Space Nine's** counterinsurgency self-destruct sequence disengaged the reaction stabilizers, allowing a catastrophic explosion. (*Starship Log: 'Civil Defense'* [DS9]) **SEE FILE 70**

reactive armor

This body and space vessel plating is able to adapt when attacked. The 29th-century **Borg's** reactive body armor was made of **polydeutonic alloy**. In 2373, **Quark** sold a **Breen** weapon that was able to pierce reactive armor. (*Starship Log: 'Business As Usual'* [DS9]; *'Drone'* [VOY]) **SEE FILES 70, 71**

▶ **The reactive armor of the 29th-century Borg enabled it to infiltrate and survive the destruction of a Borg sphere.**



reactive ion impeller

A device that **Jake Sisko** and **Nog** stayed up late to assemble for school in 2369. (*Starship Log: 'Move Along Home'* [DS9]) **SEE FILE 70**

ready room

This term is used to describe the captain's office, which adjoins to the main bridge. Where practical, **Starfleet** vessels provide this personal space for the captain to study, eat, think, or conduct casual, or private, meetings. (*Starship Log: 'Encounter at Farpoint'* [TNG]; *'Caretaker'* [VOY]) **SEE FILES 25, 26, 29, 69, 71**

reassociation

In the **Trill** culture, reassociation is when two married hosts continue their relationship via subsequent hosts. Violators are banned from being joined to any further hosts, and the symbionts live only as long as their current host. (*Starship Log: 'Rejoined'* [DS9]) **SEE FILES 9, 43, 46, 70**

Rebel Raiders

In the **mirror universe**, this is the modest ship members of the **Terran rebellion** use to fight against the **Klingon-Cardassian Alliance**. (*Starship Log: 'Through the Looking Glass'* [DS9]) **SEE FILES 18, 70**

rec deck

A nickname for the recreation deck. This expansive social area on Deck 7 of the refitted **U.S.S. *Enterprise NCC-1701*** included a lounge area, games, a viewscreen, and other amenities. (*Starship Log: Star Trek: The Motion Picture*) **SEE FILES 21, 72**



▶ **Admiral Kirk used the rec deck facilities of the refitted U.S.S. ENTERPRISE NCC-1701 to inform his crew of the threat posed by the V'GER probe in 2271.**

recalibration sweep

A meaningless technical-sounding phrase created by **Dr. Julian Bashir** in 2369. Bashir told visiting **Federation** ambassadors that **Commander Benjamin Sisko** was too busy with a recalibration sweep to greet them. (*Starship Log: 'The Forsaken'* [DS9]) **SEE FILE 70**

recall subroutine

This subroutine activates the escape hatch of the **Kohl** hibernation pods. The exit option appeared regularly within the system's mental landscape so survivors could select a safe time to end their stasis. (*Starship Log: 'The Thaw'* [VOY]) **SEE FILE 71**

Reckoning, the

Prophesied showdown between the **Prophets** and the **Pah-wraiths**. If the Prophets win, the **Golden Age of Bajor** will begin. The Reckoning appeared to start in 2374 on **Deep Space Nine**, but **Kai Winn** aborted the battle. (*Starship Log: 'The Reckoning'* [DS9]) **SEE FILES 10, 70**

reclamators

Equipment developed by the **Bajoran Agriculture Ministry** to rehabilitate farmland poisoned by the **Cardassians**. Custody of two reclamators in the **Dahkur Province** almost started a civil war in 2371. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 10, 47, 70**



R continued

Reclaw, Emperor

Leader of the **House of Martok's** Second Dynasty. Reclaw's offspring included a daughter, **Shenara**. Legend says that 10 years after Reclaw was assassinated by **General K'Trelan**, Shenara founded the Third Dynasty. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILES 48, 70**

reconnaissance probe

A Class-5 autonomous instrumented device. Probes delivered information about the **Cardassians** on **Celtris III** to **Captain Picard**, helped **Captain Janeway** study the **Takarians**, and relayed **Breen system** traffic to **Captain Sisko**. (*Starship Log*: 'Chain of Command', Part I [TNG]; 'For the Uniform' [DS9]; 'False Profits' [VOY]) **SEE FILES 69, 70, 71**

recorder marker

A container for early starship computer tapes ejected before a catastrophic event. The data provided information on such incidents to others. The recorder marker of the **S.S. Valiant's** was recovered decades after the vessel was destroyed. Later ships used **flight recorders**. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 63, 68**



Recorder markers were small enough to be beamed aboard a starship.

Rectilian vulture

A large, carrion-consuming bird. A gravely-injured **Neelix** called **Lt. Tom Paris** a Rectilian vulture because he thought Paris was moving in on **Kes** in anticipation of Neelix's death. (*Starship Log*: 'Phage' [VOY]) **SEE FILE 71**

Rectyne monopod

A two-tonne animal that **Miles O'Brien** once saw killed with a **Klingon painstik**. The one-footed creature leapt five meters in response to the painstik's touch. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILE 69**

recursive

A computer programming term for a set of activities that either repeats from beginning to end or repeats just a section of itself until a task has been completed. Most **Cardassian** military codes, such as **Elgol-red** or **Fifth Order**, employ a recursive encryption algorithm. (*Starship Log*: 'In Purgatory's Shadow' [DS9]) **SEE FILE 70**

Red Alert

Imminent danger status on a **Federation** starship. Red lights and klaxons warn crew members to attend to their posts. Red Alert can be initiated by the commanding officer, Ops manager, chief engineer, tactical officer, or the main computer. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 19, 68, 70, 71**



Red Squad is made up of Starfleet Academy's finest cadets. They wear unique insignia, and are often assigned extremely dangerous duties.

Red Hour

SEE: Festival

red leaf tea

A **Cardassian** drink. **Gul Dukat** ordered red leaf tea from a **Deep Space Nine replicator** in 2371. **Dr. Bashir** drinks it for breakfast. During a visit to **Deep Space Nine**, Cardassian scientist **Gilora** expected **Chief O'Brien** to fetch her a cup. (*Starship Log*: 'Civil Defense' [DS9]) **SEE FILE 70**

Red Squad

A team of **Starfleet's** best academy cadets. In 2372, Red Squad cadets were tricked into cutting **Earth's** power. In 2374, **Domionion** forces killed 34 of 35 Red Squad cadets on the **U.S.S. Valiant NCC-74210**. (*Starship Log*: 'Homefront' [DS9]) **SEE FILES 19, 31, 70**

Redab, Vedek

A **Bajoran** holy man of some fame. **Quark** claimed that Redab had blessed the **latinum-plated Renewal Scroll** inscription pens he was selling to commemorate the third annual **Gratitude Festival**. (*Starship Log*: 'Fascination' [DS9]) **SEE FILE 70**

Redblock, Cyrus

This villain in the **Dixon Hill** detective novels prided himself on his manners and vocabulary. Redblock discovered he was a holographic projection, and disappeared when he tried to exit the **holodeck**. (*Starship Log*: 'The Big Goodbye' [TNG]) **SEE FILES 56, 69**

Redjac

This ancient noncorporeal life form needed fear to survive. Redjac used a series of humans to commit grizzly murders in order to generate fear. **Hengist** was Redjac's last victim, after which he was transported into space. (*Starship Log*: 'Wolf in the Fold' [TOS]) **SEE FILE 68**

redlining

Engineering department jargon referring to the red line on many system gauges that demarks the beginning of the danger zone. (*Starship Log*: 'Playing God' [DS9]) **SEE FILE 70**

Reegrunion

The wanted notices in **Odo's** office included one for **Plix Tixiplik**, and noted that he was a Reegrunion. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILE 70**

Reclaw, Emperor
reconnaissance probe
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Rectilian vulture
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Red Alert
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Red Squad
Redab Vedek
Redblock, Cyrus
Redjac
redlining
Reegrunion
Reel, Ensign
Reese
Reese, Lieutenant
reeta-hawk
reflection therapy
refractive shielding
Regalian fleaspider
Regalian liquid crystals
Regana Tosh
regeneration cycle
regeneration sequencers,
autonomous
regenerative fusion
regenerative shielding
Regent of Palamar
Reger
Reginold
Registrar
Regova eggs



Situations that warrant Red Alert status are deemed extremely hazardous. The alert is denoted by both audio and visual responses.



The holographic representation of Cyrus Redblock quickly began to disappear after he left the confines of the holodeck.



Reel, Ensign

This male crew member on the **U.S.S. Enterprise NCC-1701-D** served at Ops in 2367. Reel took the *Enterprise* away from **Gowron's** ship to avoid entanglement in the **Klingon civil war**. (*Starship Log*: 'Redemption', Part I [TNG]) **SEE FILES 25, 69**

Reese

One of the **Starfleet** personnel who survived five months of defending the **Federation** base on planet **AR-558** against the **Jem'Hadar**. Reese wore a string of **ketracel white** tubes around his neck. (*Starship Log*: 'The Siege of AR-558' [DS9]) **SEE FILES 19, 70**

Reese, Lieutenant

Junior officer on **Deep Space Nine** in 2372. Reese was temporarily in command of *Deep Space Nine* after **Michael Eddington** defected with **CFI replicators** meant for the **Cardassians**. Reese also arrested **Kasidy Yates**. (*Starship Log*: 'For the Cause' [DS9]) **SEE FILE 70**



reeta-hawk

A bird from **Argratha**. **Miles O'Brien's** attempts to draw in the sand prompted **Ee'Char**, O'Brien's mental cellmate, to comment that O'Brien looked like a reeta-hawk pecking at a corpse. (*Starship Log*: 'Hard Time' [DS9]) **SEE FILE 70**

▶ In 2372, Miles O'Brien was implanted with the memory of a 20-year prison sentence. His cell mate compared him to a reeta-hawk.

reflection therapy

A method of treatment for mental difficulties, used on **Tilonus IV**. The patient confronts holographic projections representing his own emotions, memories, or personality traits that are created through a special brain scan. (*Starship Log*: 'Frame of Mind' [TNG]) **SEE FILE 69**

refractive shielding

This technology makes **Devore Warships** invisible to detection. **Inspector Kashyk** revealed to **Captain Janeway** a method to compensate for refractive shielding, enabling sensors to see nearby ships. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILES 40, 71**

Regalian fleaspider

A species of venomous insect that **Julian Bashir** imported to **Deep Space Nine** in 2373. Fleaspider venom was the basis for a compound that improved **Kira Nerys's** circulation during pregnancy. Importing fleaspiders without a permit was illegal. (*Starship Log*: 'The Ship' [DS9]) **SEE FILE 70**

Regalian liquid crystals

A forbidden intoxicant and aphrodisiac. These crystals can also produce dangerous side-effects. In 2373, **Quark** tried to smuggle Regalian liquid crystals to **Deep Space Nine**, but **Odo** seized the shipment. (*Starship Log*: 'The Ship' [DS9]) **SEE FILE 70**

Regana Tosh

This smuggler appeared at **Quark's** in 2372 to sell **Tallonian crystals**. **Odo** hoped to use Regana Tosh to infiltrate the **Markalian** smuggling ring, but **Lt. Commander Worf's** overzealousness blew his cover and ended Odo's plan. (*Starship Log*: 'Hippocratic Oath' [DS9]) **SEE FILE 70**

regeneration cycle

The **Borg** equivalent of a good night's sleep. Drones stand in alcoves during their regeneration cycles. At the end of the cycle, a computer reactivates the drone. (*Starship Log*: 'One' [VOY]) **SEE FILES 15, 38, 71**

regeneration sequencers, autonomous

One of many **Borg** components that **Seven of Nine** added to the **U.S.S. Voyager NCC-74656** in 2374, while she was still Borg. The autonomous regeneration sequencers blocked plasma intake manifolds 11 and 13. (*Starship Log*: 'The Gift' [VOY]) **SEE FILE 71**



▶ Jetrel used the U.S.S. VOYAGER NCC-74656 transporters to test his regenerative fusion theory.

regenerative fusion

A method devised by **Dr. Ma'Bor Jetrel** to bring back **Rinaxians** vaporized by his **metreon cascade** weapon. Jetrel's attempt to recombine individual atoms from the metreon cloud in a transporter was not viable. (*Starship Log*: 'Jetrel' [VOY]) **SEE FILES 58, 71**

regenerative shielding



A type of self-repairing shield that protects **Starfleet** vessels. Regenerative shielding was first used in the experimental prototype, the **U.S.S. Prometheus NX-59650**, in 2374. (*Starship Log*: 'Message In A Bottle' [VOY]) **SEE FILES 31, 71**

▶ The U.S.S. PROMETHEUS NX-59650 was the first Federation starship to make use of regenerative shielding. As such, the vessel was able to withstand several attacks.

Regent of Palamar

The leader of the **Palamar** race. The Regent traveled to **Deep Space Nine** in 2373 to buy biological weapons. **Quark** kept the deal from being completed and the Regent was killed while returning to his world. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**

Reger

Single parent to **Tula**, on **Beta III**. Reger gave **Captain Kirk** shelter during **Festival** and realized Kirk was not controlled by **Landru**. Reger helped Kirk end Landru's reign in 2267. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

Reginold

An engineer serving on the **Mondor**, a **Pakled vessel**. Reginold needed **Lt. Commander Geordi La Forge's** help to repair his ship's guidance system in 2365, and thought La Forge was "smart." (*Starship Log*: 'Samaritan Snare' [TNG]) **SEE FILES 40, 69**

▶ Chief Engineer Geordi La Forge assisted the Pakled crew of the spacecraft MONDOR when they required repairs to their systems.



Registrar

The guardian of the entrance to the **Ferengi** afterlife, the **Divine Treasury**. Even if the dearly departed qualifies for entry, the Registrar prevents ingress unless bribed. (*Starship Log*: 'Body Parts' [DS9]) **SEE FILES 14, 70**

Regova eggs

This **Cardassian** food was prepared, not replicated, by **Quark** to impress **Ulani**, **Gilora**, and **Dejar** – three Cardassian scientists visiting **Deep Space Nine**. They did not mention that they avoided Cardassian cuisine when possible. (*Starship Log*: 'Destiny' [DS9]) **SEE FILES 13, 70**